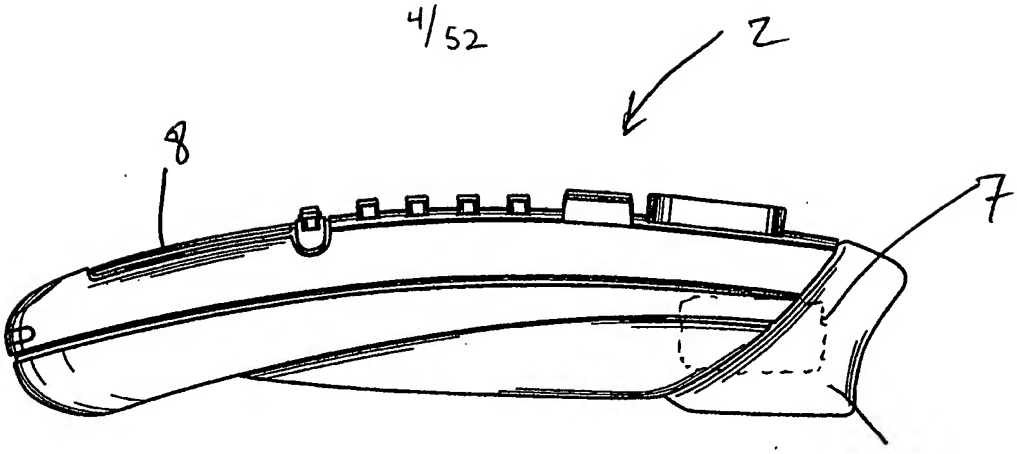

FIG 2C1

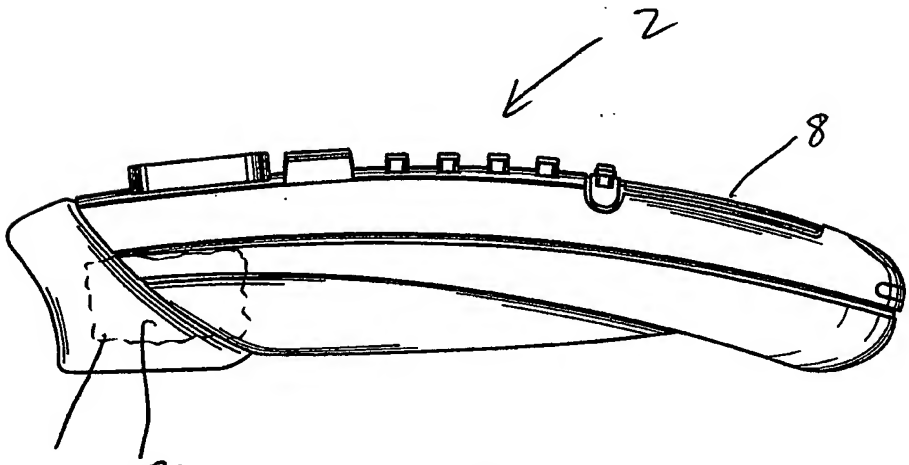

FIG. 2C2

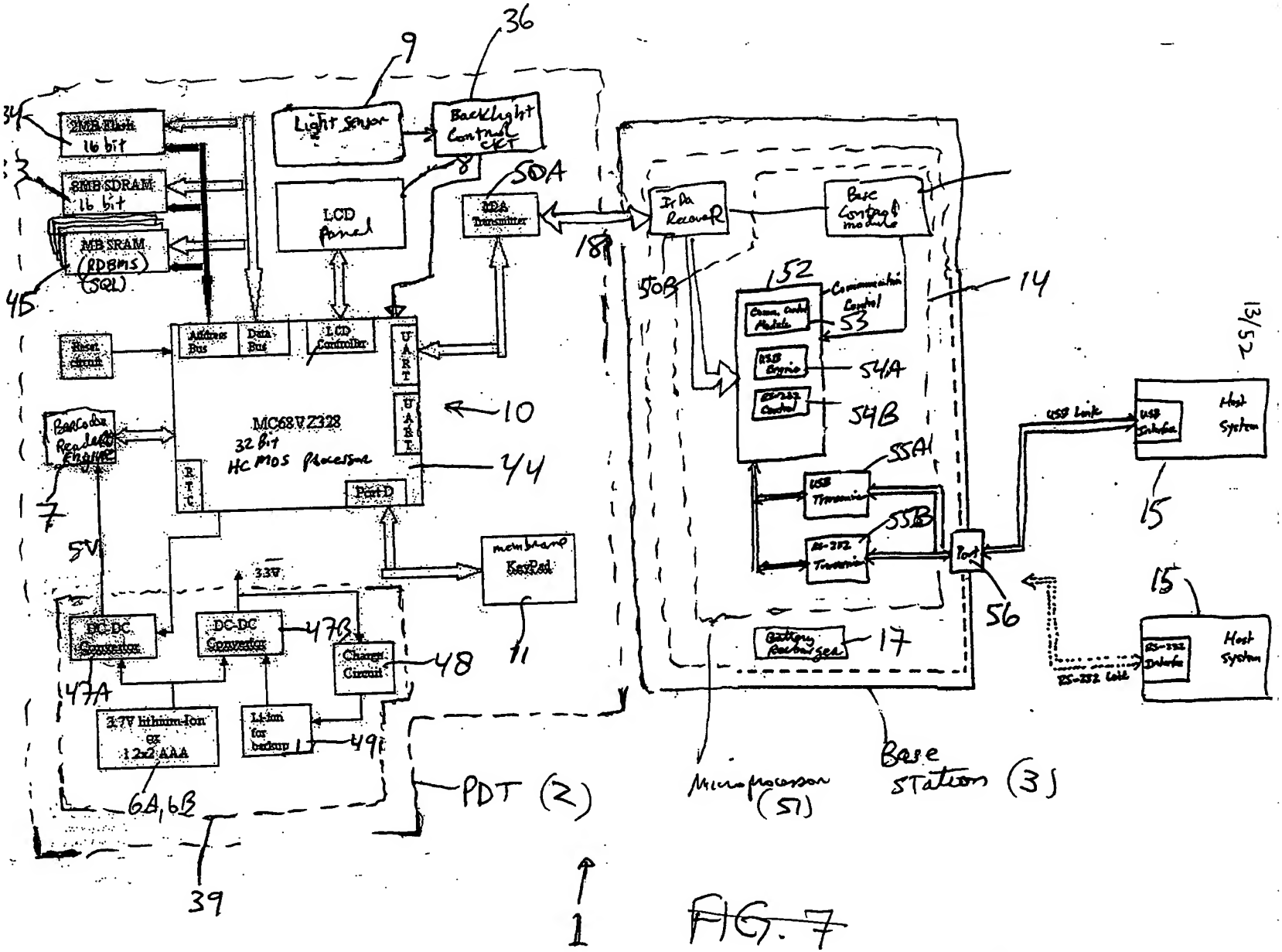

FIG. 7

FIGS 7A and 7B

15/52 **Software Block Diagram**

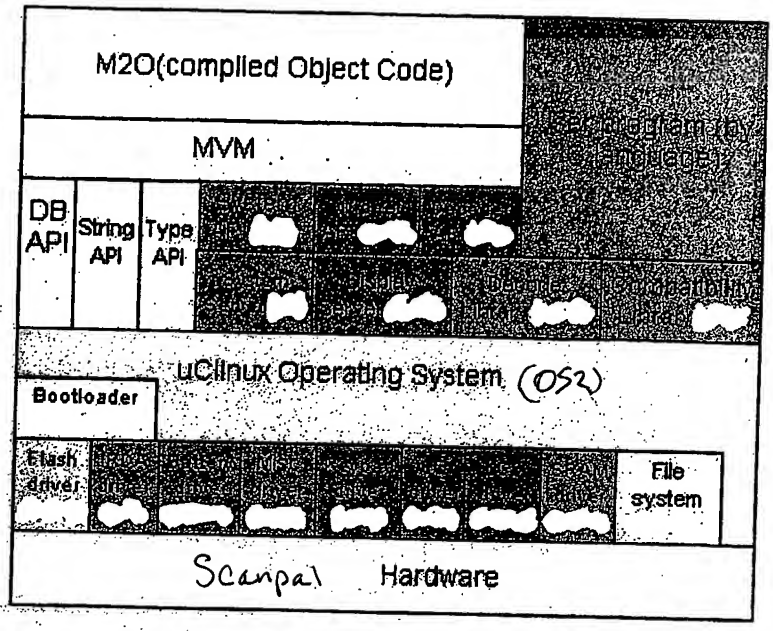

FIG. 9A

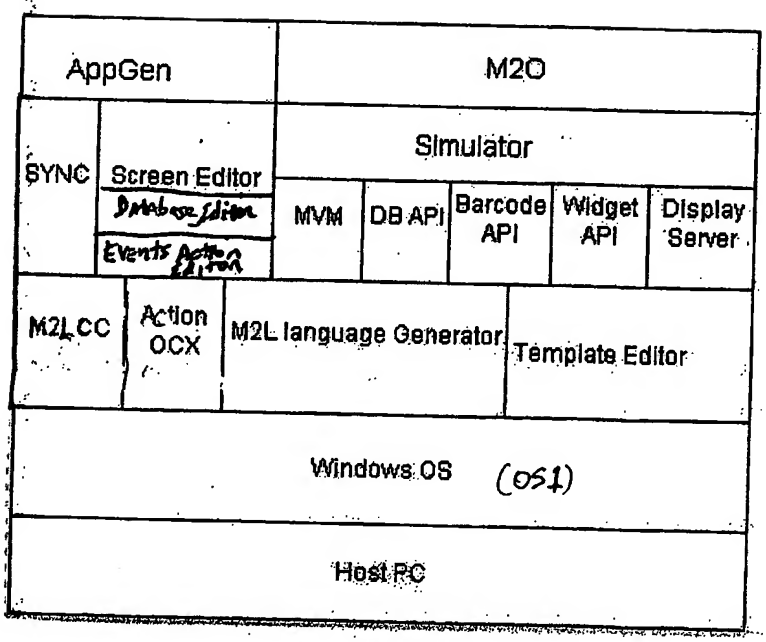

FIG. 9B

BEST AVAILABLE COPY

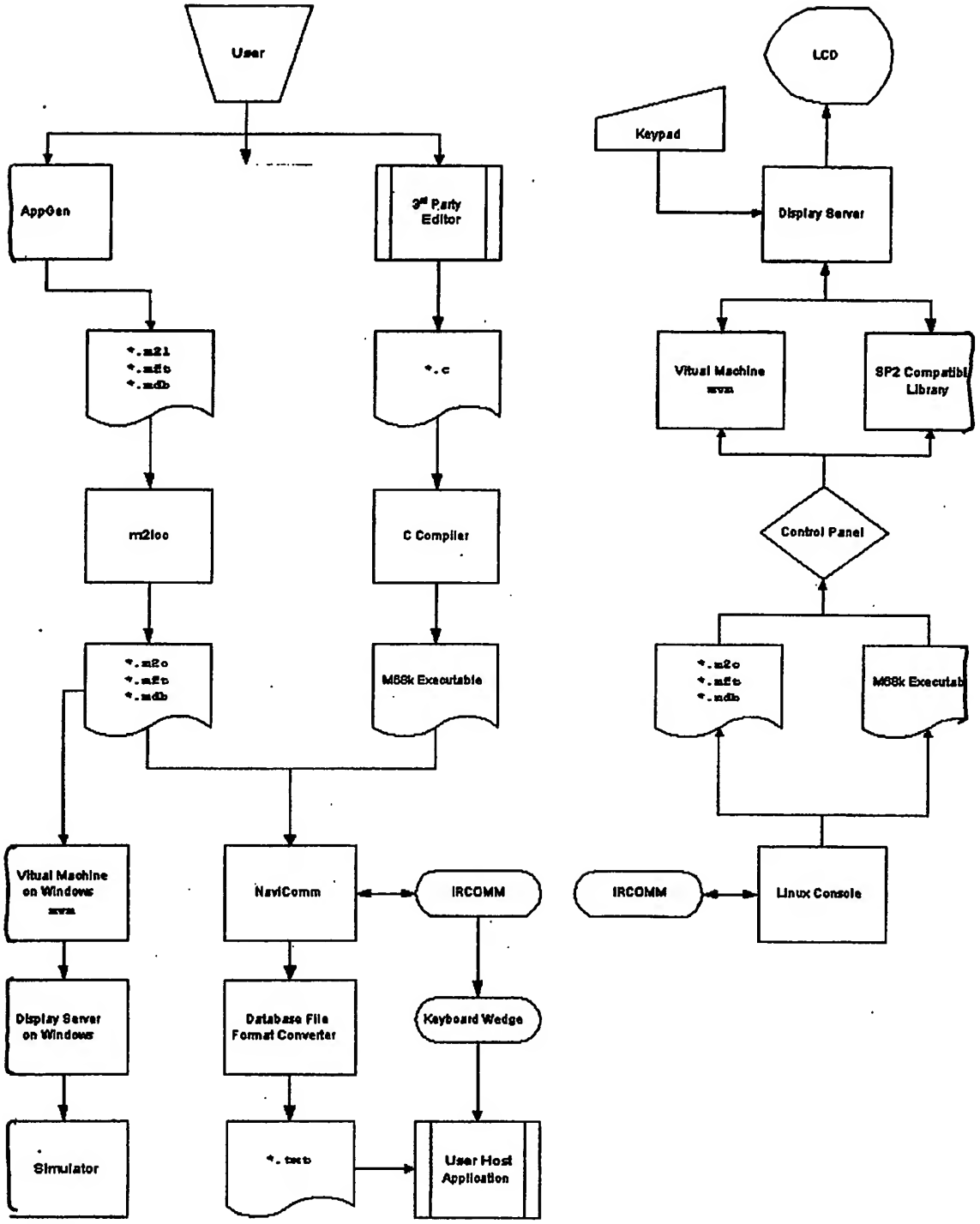

FIG. 10A FIGS. 10A1 and 10A2

- What is AppGen made up with?

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1. "Screen Layout D sign" Module or "Screen Editor"
2. "Screen Action Design" Module or "Action Designer"
3. "System Information" Module

- Screen Editor

1. Screen Structure Tree

```
Screen Object
|
|___Main Screen Object
|                |___Static Labels, Variable Labels
|                |___Menus
|                |___Input Areas
|                |___Images
|                |___Shapes
|                |___Animations
|
|___Overlay Area Objects
|                |__Top Aligned
|                |       |__Static Labels, Variable Labels
|                |       |__Images
|                |       |__Shapes
|                |       |__Animations
|                |
|                |__Left Aligned
|                |       |__....
|                |
|                |__Right Aligned
|                |       |__....
|                |
|                |__Bottom Aligned
|                        |__....
|
|___Message Window Objects
                 |__Static Labels, Variable Labels
                 |__Images
                 |__Shapes
                 |__Animations
```

2. Screen Widgets

   1) Static Labels
   2) Variable Labels
   3) Menus
   4) Input Areas
   5) Images, Shapes, Animations
   6) Variable Object *

3. How does Screen Editor work?

   1) Enlarged Placement Pad
   2) Real-Size Preview Pad
   3) What you see is what you get

- Action Designer

~~FIG. 10B1~~ FIGS. 10B1 and 10B2

1. What are actions for?

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2. When can actions b defined?

    1) Before entering a specific Screen Object
    2) Before leaving a specific Screen Object
    3) After a data collection is finished

3. What actions are covered?

    1) Database Operation
    Lookup, Insert, delete, update ...

    2) Data Formatting

    3) Message Window Display

    4) Communication

    5) Beep, restart, reboot...

4. Who can have actions?

    1) Main Screen Object
    2) Input Area Widget

~~FIG 10B2~~

FIGS. 10B1 and 10B2

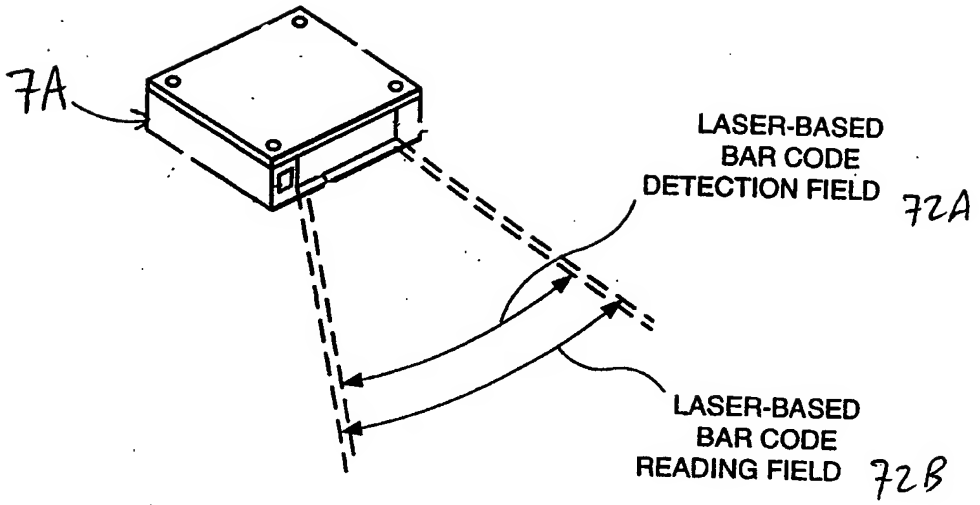

FIG. 11B

Manual Trigger 2D
Cuda Engine

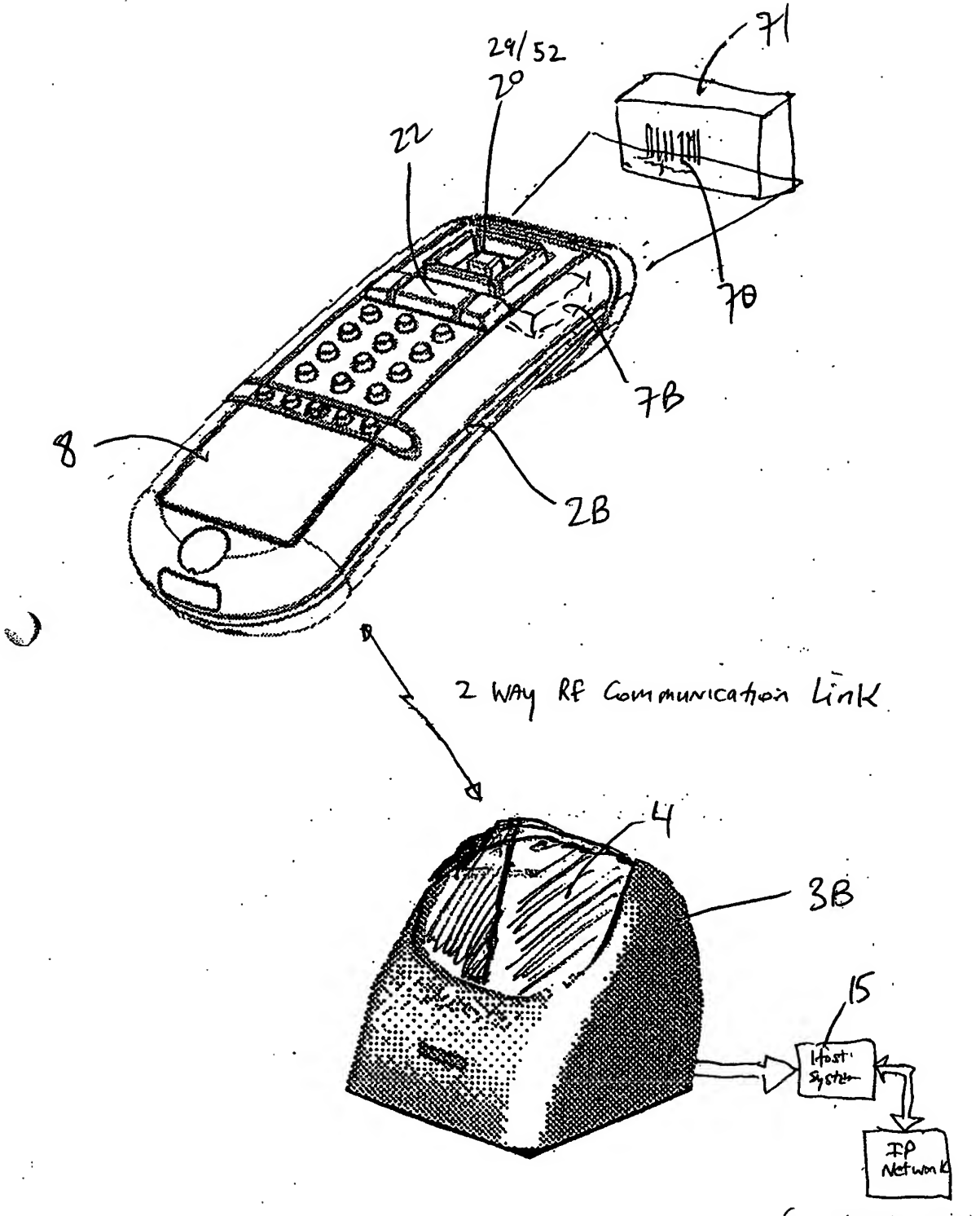

FIG. 12A

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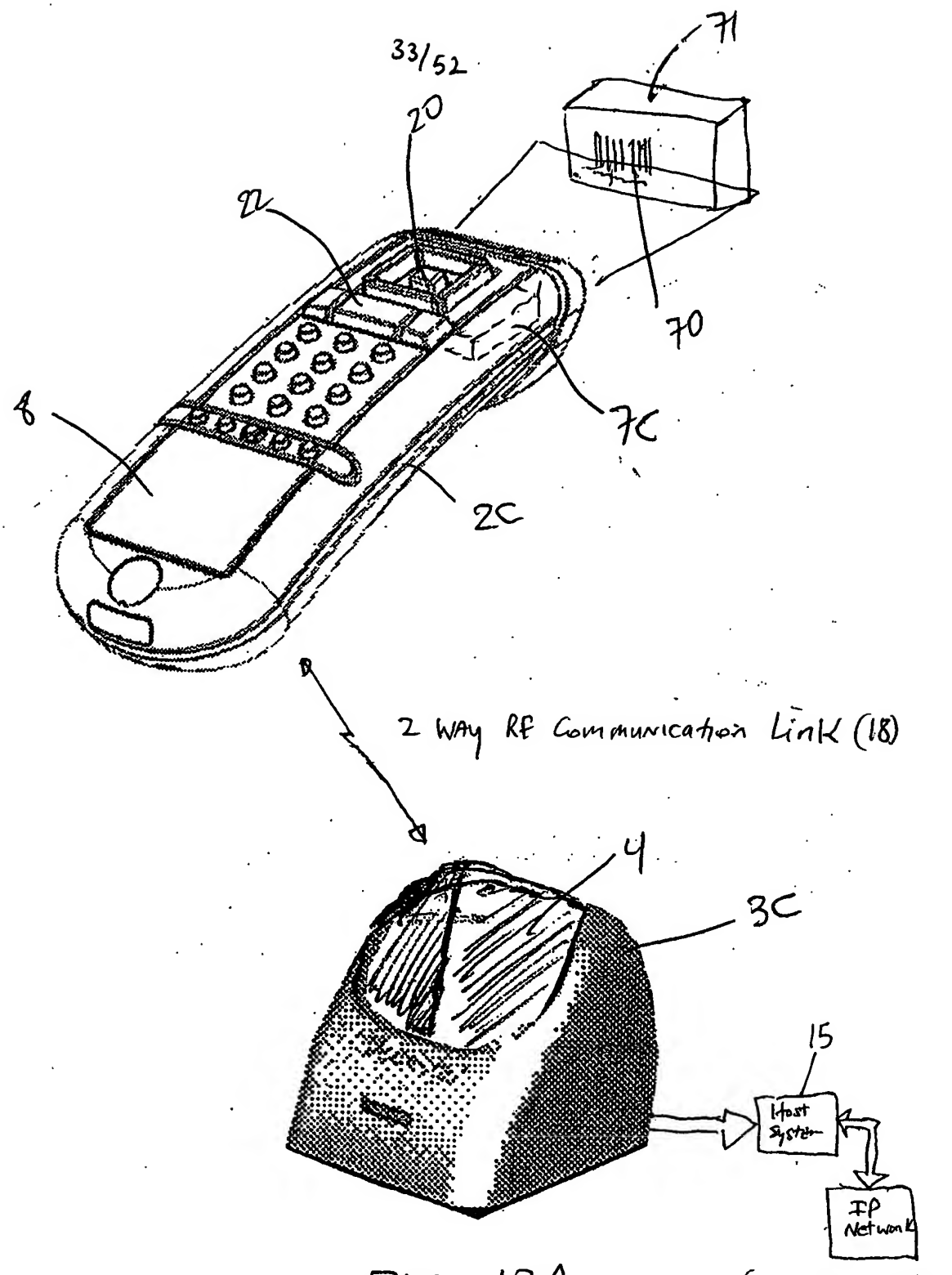

FIG. 13A

BEST AVAILABLE COPY

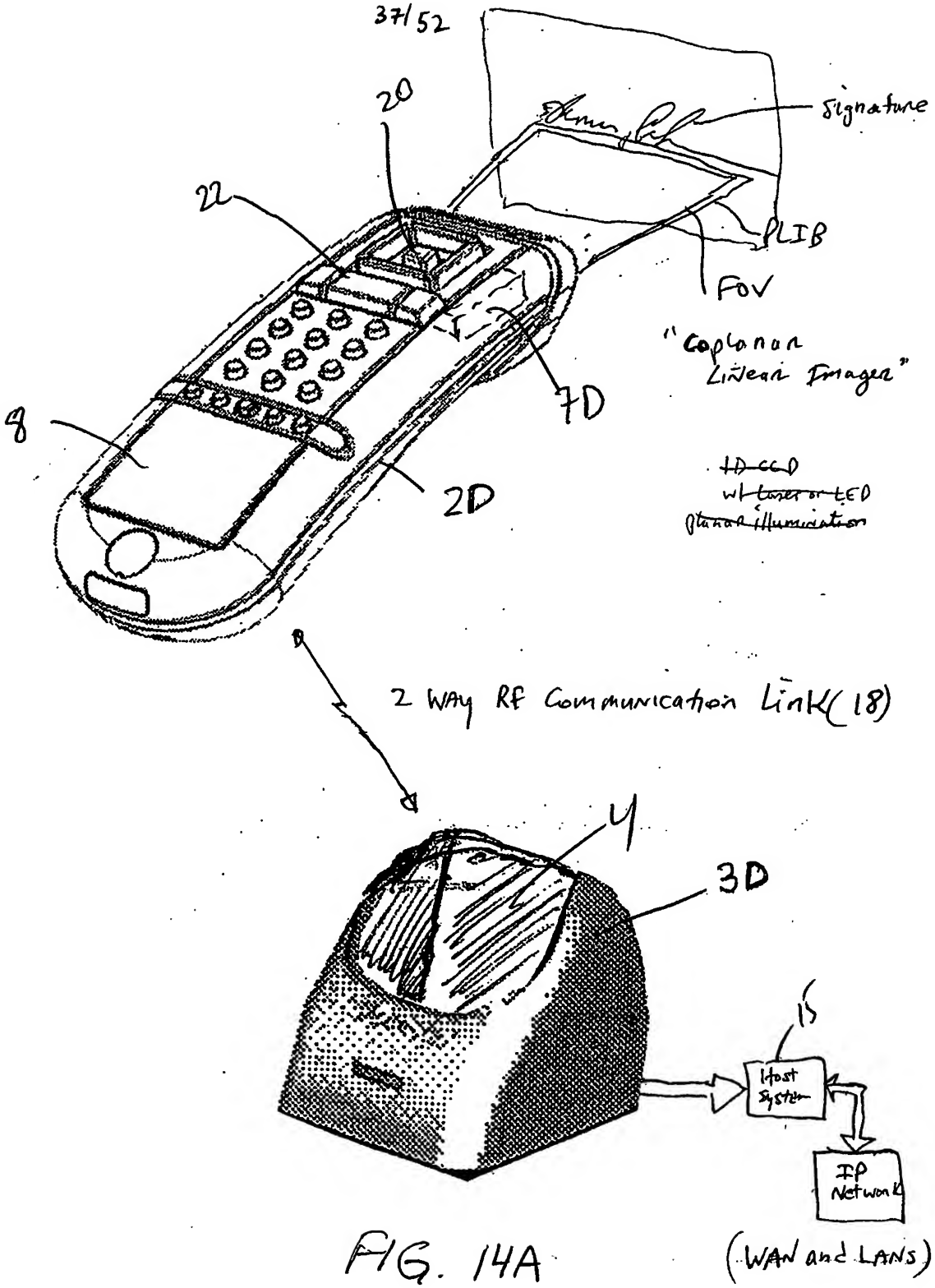

FIG. 14A

BEST AVAILABLE COPY

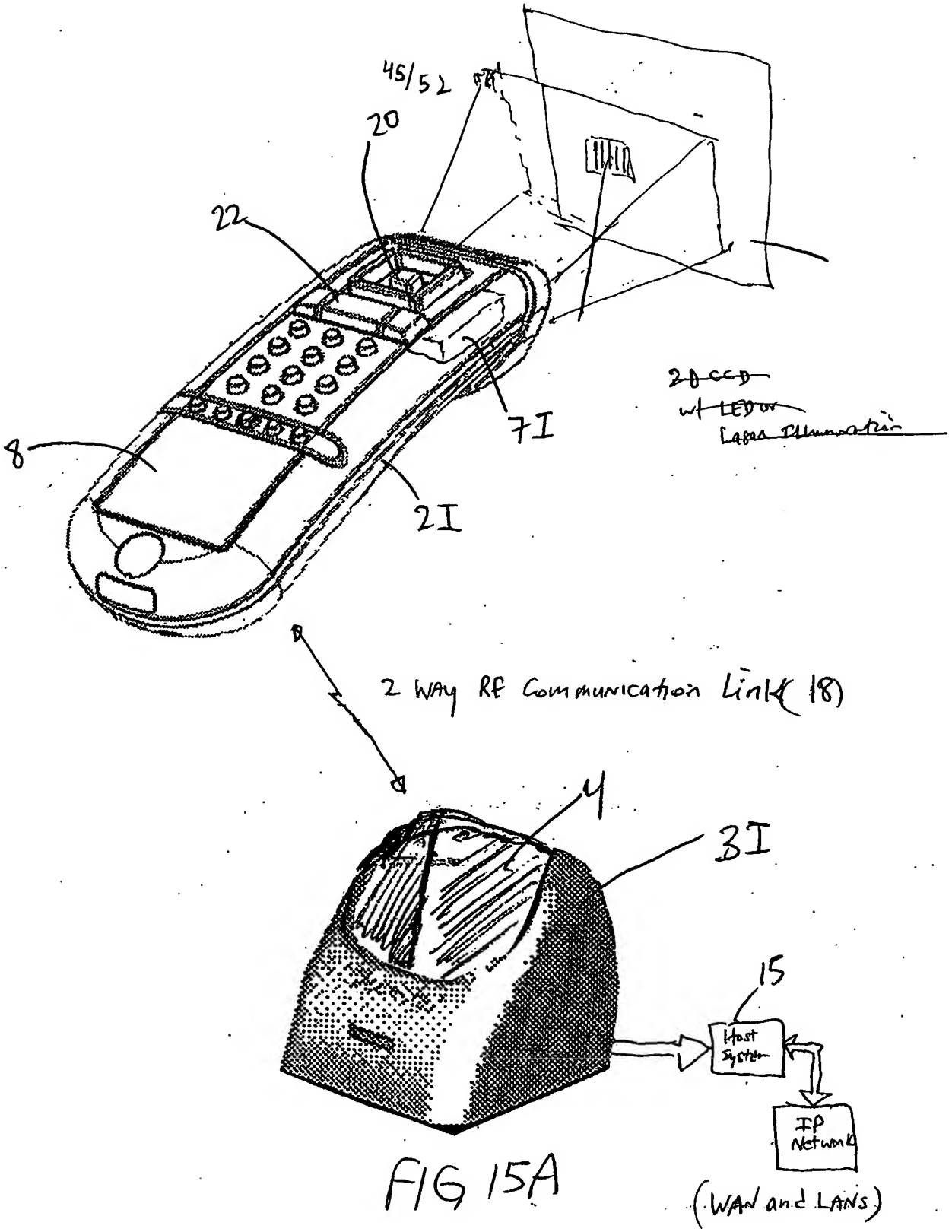

FIG 15A

AVAILABLE COPY